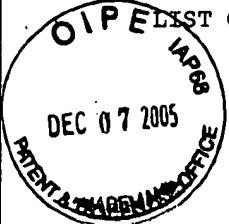


FORM PTO-1449	Atty. Docket No.: M61.12-0535	Appl. No.: 10/698,792
 LIST OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT	First Named Inventor:	
	Zhang	
	Filing Date	Group Art:
	October 31, 2003	2676

## U.S. PATENT DOCUMENTS

Examiner Initial	Document No.	Date	Name	Class	Sub Class	Filing Date If Appropriate

## FOREIGN PATENT DOCUMENTS

	Document No.	Date	Country	Class	Sub Class	Translation Yes No

## OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

NS	AA	Sunil Arya, David Mount, Nathan Netanyahu, Ruth Silverman, and Angela Wu. An optimal algorithm for approximate nearest neighbor searching. <i>Journal of the ACM</i> , 45:891-923, 1998.
	AB	Oana G. Cula and Kristin J. Dana. Compact representation of bidirectional texture functions. In <i>Proceedings of IEEE Conference on Computer Vision and Pattern Recognition</i> , December 2001.
	AC	Brian Curless and Marc Levoy. A volumetric method for building complex models from range images. In <i>Proceedings of SIGGRAPH 96</i> , Computer Graphics Proceedings, Annual Conference Series, pages 303-312, New Orleans, Louisiana, August 1996.
	AD	Kristin J. Dana and Shree Nayar. 3d textured surface modeling. In <i>Proceedings of IEEE Workshop on the Integration of Appearance and Geometric Methods in Object Recognition</i> , pages 46-56, June 1999.
	AE	Kristin J. Dana, Bram van Ginneken, Shree K. Nayar, and Jan J. Koenderink. Reflectance and texture of real-world surfaces. <i>ACM Transactions on Graphics</i> , 18(1):1-34, January 1999.
	AF	Paul E. Debevec, Yizhou Yu, and George D. Borshukov. Efficient view dependent image-based rendering with projective texture-mapping. <i>Eurographics Rendering Workshop 1998</i> , pages 105-116, June 1998.
	AG	Pei hsiu Suen and Glenn Healey. The analysis and recognition of real-world textures in 3d. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 22(5):491-503, May 2000.
	AH	Jan J. Koenderink and Andrea J. Van Doorn. Illuminance texture due to surface mesostructure. <i>Journal of the Optical Society of America</i> , 13(3):452-463, 1996.
	AI	Thomas Leung and Jitendra Malik. Representing and recognizing the visual appearance of materials using 3d textons. <i>International Journal of Computer Vision</i> , 43(1):29-44, June 2001.
NS	AJ	Xinguo Liu, Yizhou Yu, and Heung-Yeung Shum. Synthesizing bidirectional texture functions for real-world surfaces. <i>Proceedings of SIGGRAPH 2001</i> , pages 97-106, August 2001.

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WS	AK	Jerome Maillot, Hussein Yahia, and Anne Verroust. Interactive texture mapping. <i>Proceedings of SIGGRAPH 93</i> , pages 27-34, August 1993.
	AL	Tom Malzbender, Dan Gelb, and Hans Wolters. Polynomial texture maps. <i>Proceedings of SIGGRAPH 2001</i> , pages 519-528, August 2001.
	AM	Greg Turk. Re-tiling polygonal surfaces. <i>Computer Graphics (Proceedings of SIGGRAPH 92)</i> , 26(2):55-64, July 1992.
	AN	Daniel N. Wood, Daniel I. Azuma, Ken Aldinger, Brian Curless, Tom Duchamp, David H. Salesin, and Werner Stuetzle. Surface light fields for 3d photography. In <i>Proceedings of SIGGRAPH 2000</i> , Computer Graphics Proceedings, Annual Conference Series, pages 287-296, July 2000.
	AO	Lexing Ying, Aaron Hertzmann, Henning Biermann, and Denis Zorin. Texture and shape synthesis on surfaces. <i>Proceedings of 12th Eurographics Workshop on Rendering</i> , pages 301-312, June 2001.
	AP	Bryan P. Bergeron. Morphing as a means of generating variation in visual medical teaching materials. <i>Computers in Biology and Medicine</i> , 24:11-18, January 1994.
	AQ	Chris Buehler, Michael Bosse, Leonard McMillan, Steven J. Gortler, and Michael F. Cohen. Unstructured lumigraph rendering. <i>Proceedings of SIGGRAPH 2001</i> , pages 425-432, August 2001.
	AR	Shenchang Eric Chen and Lance Williams. View interpolation for image synthesis. <i>Proceedings of SIGGRAPH 93</i> , pages 279-288, August 1993.
	AS	Daniel Cohen-Or, Amira Solomovici, and David Levin. Three-dimensional distance field metamorphosis. <i>ACM Transactions on Graphics</i> , 17(2):116-141, April 1998. ISSN 07300301.
	AT	Douglas DeCarlo and Jean Gallier. Topological evolution of surfaces. <i>Graphics Interface '96</i> , pages 194-203, May 1996.
	AU	Julie Dorsey and Pat Hanrahan. Modeling and rendering of metallic patinas. <i>Proceedings of SIGGRAPH 96</i> , pages 387-396, August 1996.
	AV	Steven J. Gortler, Radek Grzeszczuk, Richard Szeliski, and Michael F. Cohen. The lumigraph. <i>Proceedings of SIGGRAPH 96</i> , pages 43-54, August 1996.
	AW	Arthur Gregory, Andrei State, Ming C. Lin, Dinesh Manocha, and Mark A. Livingston. Interactive surface decomposition for polyhedral morphing. <i>The Visual Computer</i> , 15(9):453-470, 1999.
WS	AX	John F. Hughes. Scheduled fourier volume morphing. <i>Computer Graphics (Proceedings of SIGGRAPH 92)</i> , 26(2):43-46, July 1992.

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WS	AY	James R. Kent, Wayne E. Carlson, and Richard E. Parent. Shape transformation for polyhedral objects. <i>Computer Graphics (Proceedings of SIGGRAPH 92)</i> , 26(2):47-54, July 1992.
	AZ	Francis Lazarus and Anne Verroust. Three-dimensional metamorphosis: a survey. <i>The Visual Computer</i> , 14(89):373-389, 1998.
	BA	Aaron Lee, David Dobkin, Wim Sweldens, and Peter Schroder. Multiresolution mesh morphing. <i>Proceedings of SIGGRAPH 99</i> , pages 343-350, August 1999.
	BB	Apostolos Leros, Chase D. Garfinkle, and Marc Levoy. Feature-based volume metamorphosis. <i>Proceedings of SIGGRAPH 95</i> , pages 449-456, August 1995.
	BC	Marc Levoy. Expanding the horizons of image-based modeling and rendering. In <i>SIGGRAPH 97 Panel: Image-based Rendering: Really New or Deja Vu</i> , 1997.
	BD	Marc Levoy and Pat Hanrahan. Light field rendering. <i>Proceedings of SIGGRAPH 96</i> , pages 31-42, August 1996.
	BE	Wojciech Matusik, Chris Buehler, Ramesh Raskar, Steven J. Gortler, and Leonard McMillan. Image-based visual hulls. In <i>Proceedings of ACM SIGGRAPH 2000</i> , Computer Graphics Proceedings, Annual Conference Series, pages 369-374, July 2000.
	BF	Steven M. Seitz and Charles R. Dyer. View morphing. <i>Proceedings of SIGGRAPH 96</i> , pages 21-30, August 1996.
	BG	Steven M. Seitz and Kiriakos N. Kutulakos. Plenoptic image editing. In <i>ICCV98</i> , pages 17-24, 1998.
	BH	Jonathan Shade, Steven J. Gortler, Li wei He, and Richard Szeliski. Layered depth images. In <i>Proceedings of SIGGRAPH 98</i> , Computer Graphics Proceedings, Annual Conference Series, pages 231-242, Orlando, Florida, July 1998.
	BI	HeungYeung Shum and LiWei He. Rendering with concentric mosaics. <i>Proceedings of SIGGRAPH 99</i> , pages 299-306, August 1999. ISBN 0201485605. Held in Los Angeles, California.
	BJ	Laszlo Szirmay-Kalos and Werner Purgathofer. Global raybundle tracing with hardware acceleration. <i>Eurographics Rendering Workshop 1998</i> , pages 247-258, June 1998.
WS	BK	George Wolberg. Image morphing: a survey. <i>The Visual Computer</i> , 14(89):360-372, 1998.

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